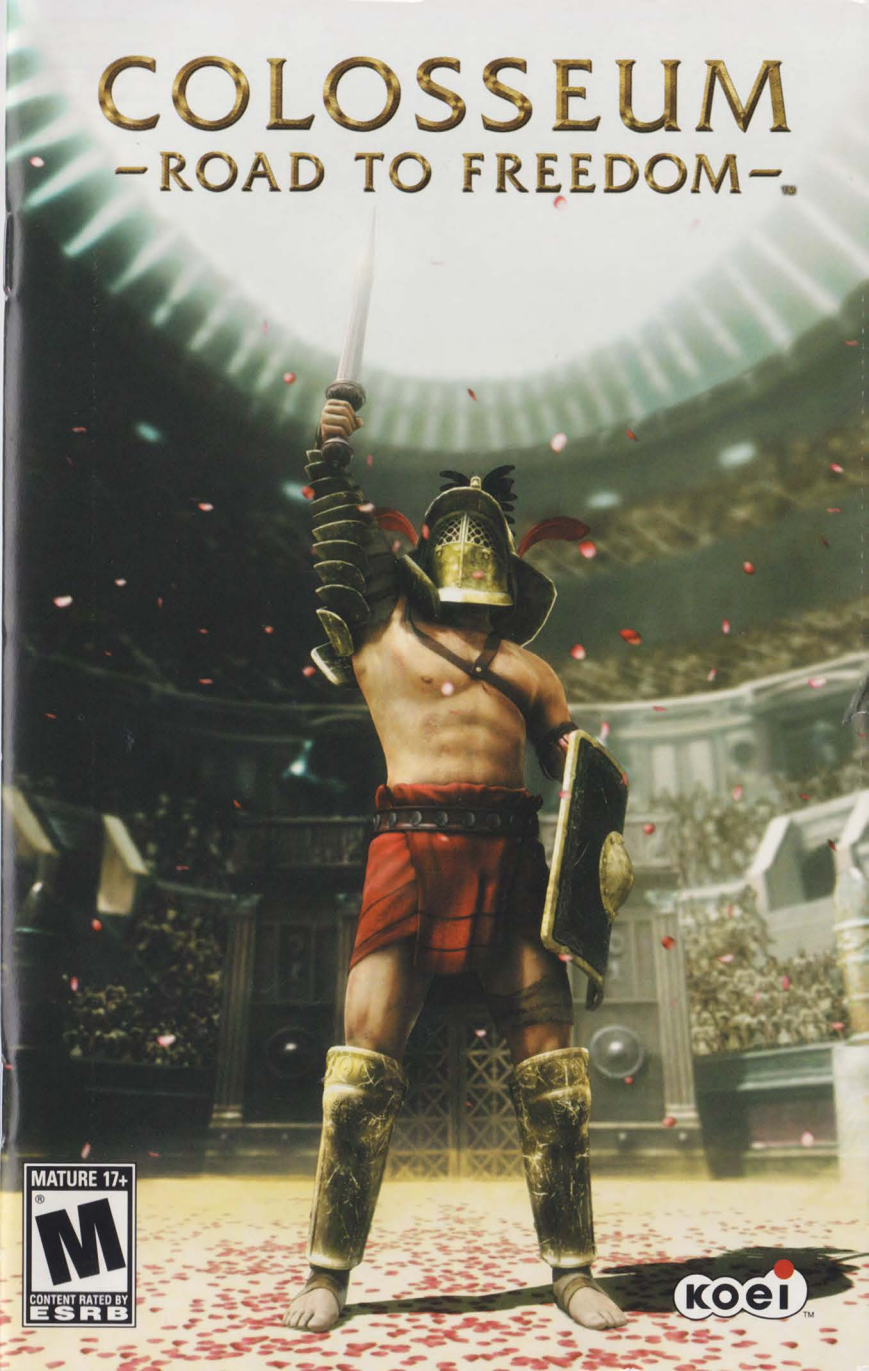
COLOSSEUM
-ROAD TO FREEDOM-



MATURE 17+
M
CONTENT RATED BY ESRB

KOEI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

COLOSSEUM
-ROAD TO FREEDOM-™

Thank you for purchasing "COLOSSEUM:ROAD TO FREEDOM" created for the PlayStation®2 computer entertainment system. Before playing this game, please read the instruction manual carefully, and operate the game according to the instructions. This manual cannot be replaced, so please keep it in a safe place.

THE ROMAN EMPIRE

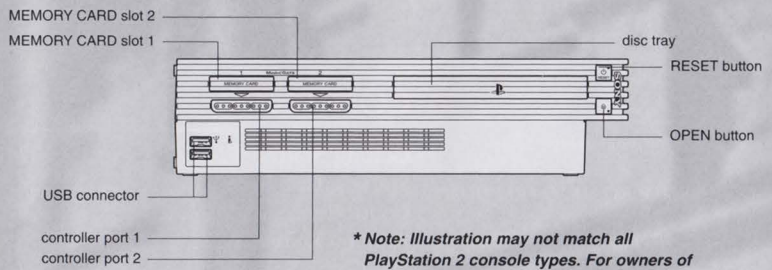
Everyday in the great Roman Colosseum, the Emperor presides over the battles of gladiators. Those who fight are humble people, struggling in battle and risking their lives for their freedom.

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Getting Started 02
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A.D. 180. After the wise Emperor Marcus Aurelius died, and his son Commodus ascended to the throne, the Empire began to lose its prestige. Then, in 192 A.D., Commodus declares that he is the "Incarnation of Hercules" and begins showing his madness by entering the gladiatorial ring... as a fighter. His foolish actions make many people anxious about the Empire's future, but Commodus is determined to fight. He begins to challenge stronger and stronger gladiators...

GETTING STARTED



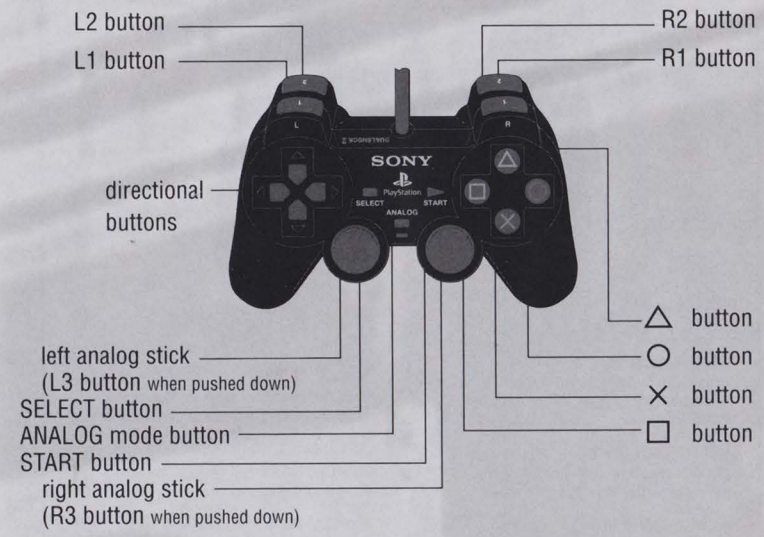
Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the "COLOSSEUM:ROAD TO FREEDOM" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

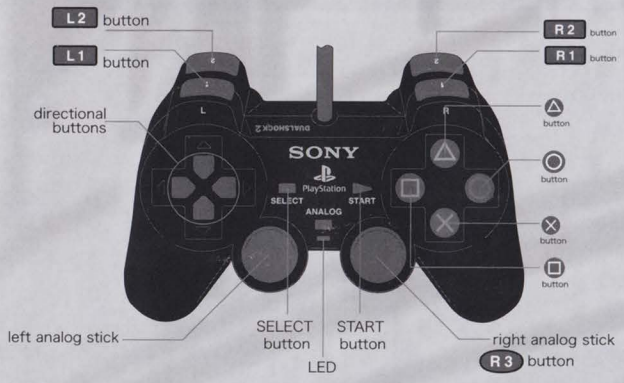




CONTROLLER

How to use your controller

DUALSHOCK®2 analog controller



START button
Press this button to start the game, to skip movies or events, or to show the PAUSE menu.

left analog stick
Lightly pressed the character walks. Firmly pressed the character runs.

right analog stick
Use this stick to change views. This feature can only be used when the player is fighting in the arena.

△ button
Press for a high attack. When not fighting, press this button to make the player's head shake back and forth.

□ button
Press for a left attack. When not fighting, press this button to make the player nod.

○ button
Press for a right attack. When not fighting, press this button to make the player nod.

✕ button
Press for a low attack. When not fighting, press this button for a victory pose. You can also select options in the menu using this button.

R3 button
Push down on the right analog stick to move the view back to the default position.

up directional button
Press to raise the player's arms and appeal to the audience.

down directional button
Press twice to surrender.

right directional button
This button can only be used when other fighters are present. Press this button to gather the other fighters around the player's gladiator.

left directional button
This button can only be used when other fighters are present. Press this button to move other fighters out of the way.

What does "tap" mean?
Tap means to press and release the button quickly.

- This game may be played only with DUALSHOCK® and DUALSHOCK®2 analog controllers.
- Control of the game is the same whichever controller you are using.
- Vibration mode may be turned on and off in the Option mode. See p. 21 for details.
- You may not turn the Analog mode on and off. The game is always in Analog mode, as indicated by the red LED on your DUALSHOCK® or DUALSHOCK®2 analog controllers.

ACTION OVERVIEW

High Attack



△ **button**

Press this button to attack your opponent's head. If you don't have a weapon, press it for a high punch.

Right Attack



○ **button**

Press this button to slash your opponent's upper body from right to left. If you don't have a weapon, press it for a right-side punch.

Left Attack



□ **button**

Press this button to attack your opponent's upper body from left to right. If you don't have a weapon, press it for a left-side punch.

Low Attack



✕ **button**

Press this button to attack your opponent's legs with a sword. If you don't have a weapon, press it for a low kick.

Jab Attack

Move the left analog stick and tap the ○, ✕, △ and □ buttons.



Move the left analog stick in the direction you want to make a light strike, then tap one of the attack buttons. This move cannot be done without weapons.

Turn Attack

Move the left analog stick and press the ○, ✕, △ and □ buttons.



Move the left analog stick in the direction you want to turn and attack, then press one of the attack buttons. This move cannot be done without weapons.

Parry (deflecting attack)

Hold the R1 button and press the ○, ✕, △, □ buttons.



Depending on the opponent's attack, you can parry [deflect the attack] by pressing the R1 button and one of the attack buttons. The opponent will be defenseless for a brief moment after this action.

Dodge

Tap the R1 button.



In order to dodge your opponent's attack, tap the R1 button in time. Dodging the offense depends on the kind of attack your opponent uses.

ACTION OVERVIEW

Slide

R1 button and left analog stick

Move the left analog stick left and right to make slow, parallel left and right movements. Move the left analog stick up and down to move back and forth slowly.

Side Step

R1 button and tap the left analog stick

Quickly move the left analog stick to make a fast parallel move. If you move the left analog stick up and down, you will make a quick back and forth movement.

Roll

R2 button + left analog stick

Press the R2 button to make the gladiator squat down. He will roll in the direction you move the left analog stick. You can do this action even if you are moving.

Guard

R1 button

You can guard yourself by pressing the R1 button when you have a shield or two swords. When you are guarding, you can guard yourself from an attack coming in front of you, but it will not guard you from the side or behind.

Using and Throwing Weapons and Items

You can pick up items with the L1 button. This only works if your hands or head are free. You can also equip using the L1 button + ○, □, △ buttons.
You can throw equipped items using the L1 button + ○, □, △ buttons.
Finally, use the L1 button + ✕ button to pick up and send items to your item box.



Equipment



Throwing Weapons and Items



Adrenaline Mode - Press L2 button while pressing R1 button

With the adrenaline gauge at MAX, press the R1 and L2 simultaneously to enter Adrenaline mode. In adrenaline mode, stamina recovers while time passes slowly until the adrenaline gauge reaches zero.





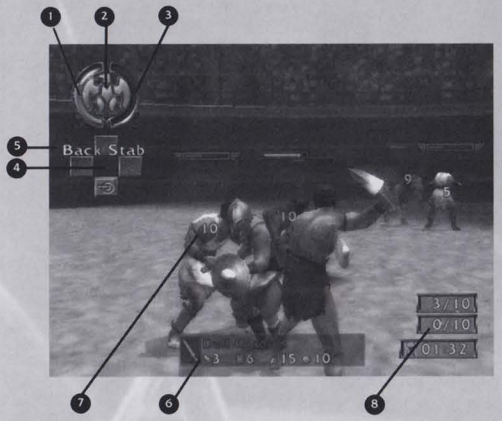
What to do when you are down

When you are on your back, you have the ability to attack in various directions by pressing the different attack buttons. You can also attack while you are getting up by using various attack buttons and the left analog stick.
When you are on your stomach, you can move the left analog stick to tumble and get up. You can also attack while you are getting up from your stomach by using various attack buttons and the left analog stick. To turn over onto your back, press the [R1] button.



THE GAME SCREEN

Battle Screen



1. **Stamina Gauge**
This gauge decreases every time the player moves or attacks, and increases when the player rests.

2. **Damage Gauge**
Shows condition of the player's body. Color changes as the player takes more damage.

3. **Adrenaline Gauge**
Reflects the audience feedback, increasing based on the player's performance during the fight.

4. **Active Skill**
See P. 11 for the set skills.

5. **Result Message**
Shows the kind of action the player has just performed.

6. **Fallen Equipment**
Shows attack, defense, weight, and value of the equipment on the ground.

7. **Damage Value**
Shows how much damage the player or his opponent has been given.

8. **Time/Participants**
Shows the number of remaining allies and/or opponents. Also indicates the remaining time.

Results Screen



1. **Basic Rewards**
The minimum rewards the player receives after the fight.

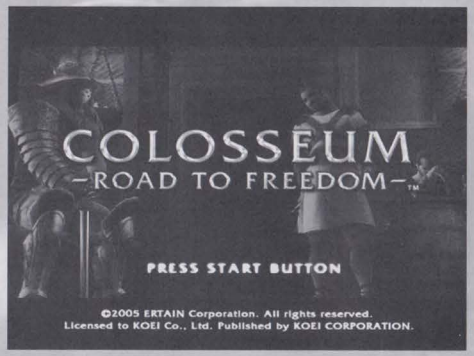
2. **Evaluation of the Fight**
Shows an evaluation of each element of the fight.

3. **Public Evaluation**
Shows the public's overall evaluation of the fight.

4. **Bonus Rewards**
Outstanding fighting can earn the player bonus rewards.

5. **Repayment Price**
Within the rewards, displays the money that must be paid to Magerius.

6. **Rewards for this Battle**
Displays the rewards the player receives after paying all debts.



After turning on the game, select [NEW GAME] from the title screen, and start Main mode. In this mode, the player is bought by Magerius and becomes his slave fighter. The player has a maximum of 50 days to win freedom from slavery. The way to freedom is shown below.



Slave Trader, Largus

Flow of the Game

- Game Start
- Create a Character
- Gladiator Training Ground
- Gladiator Match
- Increasing The Gladiator's Ranking
- Become a Free Man



Loading Data

To start a previously saved game, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or 2 in the console, and select [LOAD GAME].



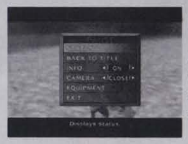
Game Over

If the player is killed in battle, the game is over. Players may attempt the current battle again by choosing to retry. However, note that this has its own penalty.



Infirmary

If the player is attacked with a blunt weapon and loses consciousness, the fight will be stopped. The player will return to the arena after fully recovering at the infirmary and paying the infirmary fees.



Pause Menu

Press the START button during play to display the player's status, the title screen, or to turn the information screen ON/OFF.

Creating a Character

In Main mode, the player first creates a character to play. After choosing the place of origin, the personal history, life philosophy, and religion, enter the name of the gladiator to complete the creation of the character.



Battling

After your character has been created, you will start as a slave and be forced to fight. Use the skills and knowledge learned from this manual to win the fight!



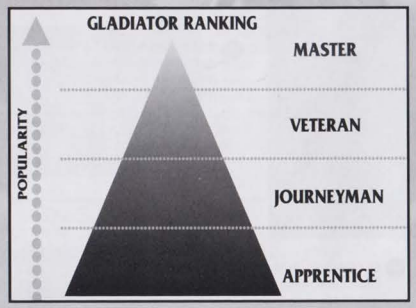


The Showman, Magerius

Gladiator Styles and Rankings

There are various ranks among the gladiators, and you start at the lowest ranking. You can increase the ranking by gaining popularity from the audience during battle. You can also change the style of your gladiator by choosing different kinds of arms and protection.





Four Basic Styles



Sword Style
This is the standard style, where you fight with a sword in your right hand. You can move quickly, but lack full protection. This style can be played with a small shield as well.



Two Hand Style
You have two weapons, one in each hand. This style enables continuous attack, but since you do not have a shield, bodily protection is minimal.

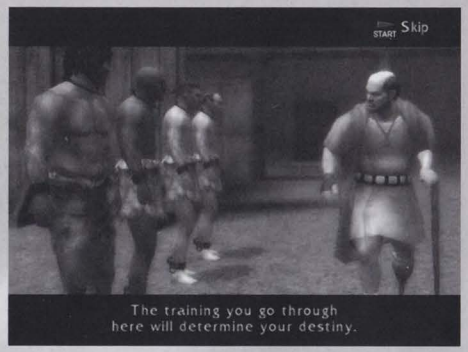


Shield Style
Hold a sword in the right hand, and a large shield in the left hand. This style enables whole body protection, but you cannot move quickly because of the weight of the shield.



Striker Style
You have no weapons in striker style. You move the fastest with this style, but the risk of body damage increases, and your offense power is low.

GLADIATOR TRAINING GROUND

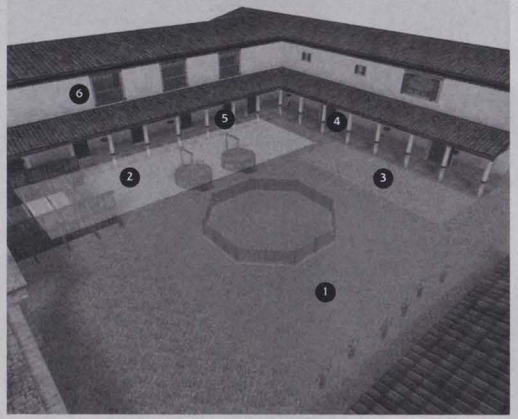


After leaving the Slave Trader Largus, you enter the Gladiator Training Ground. You can earn points and increase your status by completing different parts of the training menu. The training differs depending on which trainer you talk to.



Trainers: Gnaeus, Decimus, Celadus

Results Screen



1. **CELADUS'S AREA**
 Approach Ceradus and press the ⊗ button to receive practical training.

2. **GNAEUS'S AREA**
 Approach Gunaius and press the ⊗ button to receive applied training.

3. **3. DECIMUS'S AREA**
 Approach Decimus and press the ⊗ button to receive physical training.

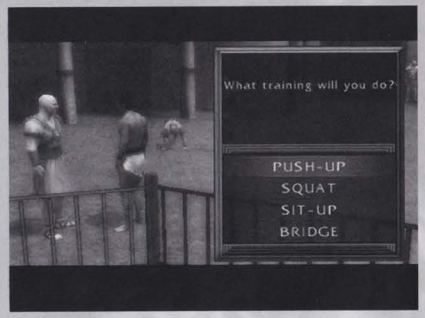
4. **DINING ROOM**
 Use training points here. When you leave this room, the day ends.

5. **FIRST FLOOR ROOM**
 Slaves sleep here. When you go to sleep, one day passes.

6. **SECOND FLOOR ROOM**
 Use these special sleeping quarters when your rank increases. This room is more comfortable than the room on the first floor.

Training Information

After waking up, get out of bed, go upstairs and proceed to the training grounds. At the grounds, there are three trainers: Celadus, Gnaeus and Decimus. You will receive different training depending on the trainer you choose. Read below for more training information.



Celadus's Area



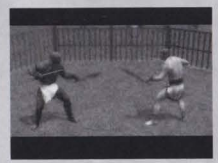
Wooden Dummy Training
In this training exercise, you have a set amount of time to complete the training commands. Increase the difficulty level to lengthen the training commands.



Tutorial
Practice the various basic techniques. Learn various button operations and seek advice on different battle operations.

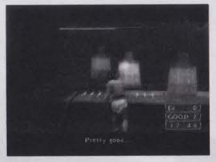


Challenge
Choose a style of fighting, and train against another person, or a wooden dummy, following the rules of the style chosen.



Battle
This is practical training where you choose your fighting style and opponent. You are able to test your skills before a real fight.

Gnaeus's Area

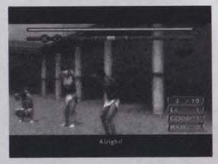


Sword Throwing Practice
Throw 10 swords and knock over targets. With increased difficulty, targets move quicker and are more difficult to topple.



Dodge Training
Practice dodging a rotating pole. The speed of the rotation will gradually increase.

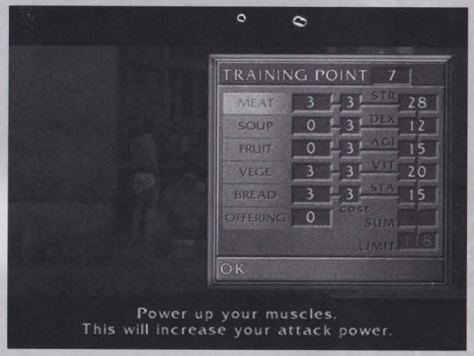
Decimus's Area



Basic Training
Strengthen various body parts by following the instructors commands. Levels increase as the body parts become stronger.

GLADIATOR TRAINING GROUND

Using Points





Cook: Crixus

Use training points by speaking to the cook Crixus. Training points should be allocated based on the type and style of fighter the player intends to become.

How To Save



After completing training, you automatically enter the Dining Room. After talking to Kurikos and using your points, you leave the meal room and the game can be saved.



You can also save the game in the sleeping room near the bed. Please note that you won't be able to save the date untile you sleep if you go to the training.



After leaving the Save Screen, one day will automatically pass. Be sure to accomplish something each day!

In order to save the data, the player needs a memory card (8MB)(for PlayStation®2) and at least needs 150KB free space.

When you Increase your Class

When you increase your class, the sleeping room changes from basement to first floor, and then first floor to second floor, and become more comfortable.



Skill Wall



From time to time, you will receive a skill tablet after defeating a gladiator or attacking different obstacles. In the skill wall, which is located either in the sleeping room or the arena's bailley, you can attach or remove the skill tablet. You can select the gladiator's skills using skill tablets.

Active Skills

Active Skills are special attacks that can help the player fight more effectively. During battle, you can confirm whether the skills can be used at that time by pressing the L2 button. The player can increase skills using [LEVEL UP] tablets.

Passive Skills

Passive skills increase body part levels and attributes. These increases take affect as soon as the tablet is placed in the wall. These increases are shown in red on the Status screen.



Skill Set

To use the skill listed on the tablets you pick up, you must allocate them to one of the attack buttons, ○, ×, △, or □.



Using Skills

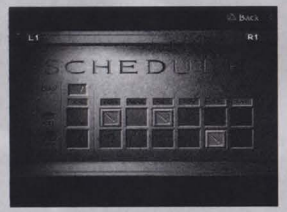
Use your set skill attacks during battle by holding down the L2 button and pressing the appropriate attack button. Skill attacks require stamina to do.

Schedule

On this screen, you can see how many days have passed from the start of the game, and see information about where the next week's battles will be.

A tablet in the upper row contains information about Atillius. A tablet in the bottom row contains information about the Colosseum.

Days without battles are training days.



THE COLOSSEUM



Colosseum Entrance

At the entrance of each arena, there are bailleys where you equip armor and weapons, store items, and get healed. There is also a bailiff to talk to to enter a bout in the arena.

The Flow in the Colosseum

- Game Start
- Select Equipment
- Select Type of Battle
- Begin Battle
- Doctors
- Purchase Weapons
- Item Box

Weapons cannot be purchased in the Colosseum.

Select Equipment



There are swords, shields and helmets near the arena entrance. Select and equip these items here.

Select Type of Battle



Select the type of battle by speaking to the man standing near the arena entrance. Refer to page 15 for information about battle types.

Begin Battle



Once the type of battle has been selected, the arena doors open and the battle begins. Once you enter the arena, there is no way to leave, so be well prepared.



Survival

All opponents will attack you. In order to continue to the next stage, you must defeat all opponents or survive the time limit.



Team Battle

Fight with a team of allies. Objectives vary: defeat all opponents, defeat the opponents general, or guard your own general.



Battle Royal

All gladiators fight each other. In order to continue to the next stage, you must defeat all opponents or survive the time limit.



Hunting

Fight beasts such as tigers or bulls. In order to continue to the next stage, you must defeat all the beasts.



Duel

Fight against one opponent: a famous gladiator. This is a battle to the death.



Mock Battles

A war-like battle that takes place only in the Colosseum. The player fights in buildings that look like ships and fortresses.

Healers



Doctors can cure the injuries you receive in battle. The player has to pay for treatment, and the more serious the injury, the higher the cost.

Purchase Weapons



This appears only in Atilius's Battle Ground. You can purchase or sell weapons here. This is the only place to buy and sell equipment. Moreover, upgrade your weapons.

Item Box



You can store equipment here such as weapons or shields and other valuables up to 20 items. You can sell stored weapons here as well.

At the end of the day...

The day ends when you speak to Magerius, who is standing near the wagon. After speaking with him, , the prize money you have received will appear on the screen, the day will end and the player will proceed automatically to the SAVE Screen.



EVALUATION SYSTEM

Your actions are judged by the crowd. If the crowd regards you highly, you will get a bonus in addition to the basic prize upon completing the battle. However, money will be deducted if the judgment is low. You can be judged by a variety of attacks. Try to take a action that will earn you a high evaluation and you will earn more money.

Attack Count



Counter

This evaluation is given when you make a successful counter strike. The number of counters is shown in red.



Chain Attack

This evaluation is given when you perform a chain attack. Even if the attack is blocked, continuing the attack will keep the chain going.



Back Attacks

An evaluation given when you attack someone from behind. Easier to do when the opponent stumbles or falls.

Forcing A Surrender



You receive a better evaluation if you can force an opponent to surrender. The chance of forcing a surrender increases if your opponent is injured or has a low fighting ability.

Dodging and Parrying



An evaluation given when you successfully dodge or parry. To get this, you must be aware of your surroundings, even in the middle of your own attack.

Killing The Opponent



Chain Kills

An evaluation given when your kills are made within a short period of time. Only takes effect after 2 kills.



Killing Throw

An evaluation given when a weapon you throw sticks in your opponent's head. This is easier to achieve with a weakened opponent.

Avoiding Attack



This evaluation is given when you finish the bout without being hit. The key to this is being aware of what's going on around you.

Surrender

You can surrender and quit the battle by pressing the down directional button twice. Once you surrender, the battle is over and Caesar's evaluation begins (see illustration below). It may be a good idea, as a final option, to surrender and let Caesar decide if your live or die when you are badly injured and might die.



Caesar's Evaluation

Caesar's Evaluation happens when you surrender. The arena master judges the player, and decides whether to execute or spare the player with a hand signal. Caesar's Evaluation is affected by the popularity, and the flow of the battle.



Execution (During Duel Only)

If commanded to, execute an opponent by standing either in front or in back of him and tapping the L1 button. (Some weapons may not be used to execute an opponent.) Right before the execution, the view angle changes so that the player executes the opponent in a special atmosphere.





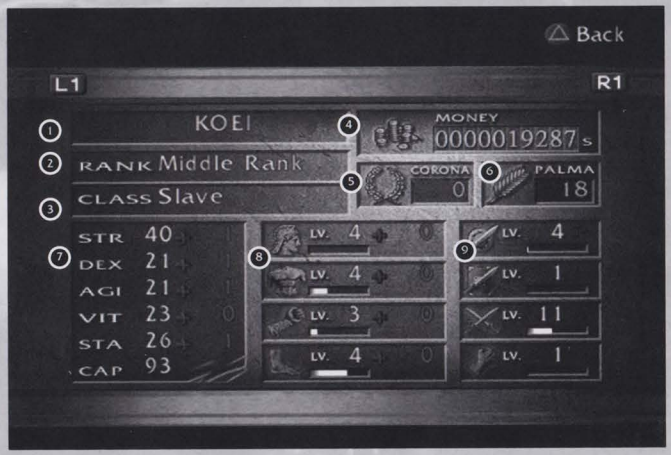
Punishment Mode - Battles Among Criminals

Punishment mode begins when you do something illegal, such as taking a weapon or attacking outside of the arena. The guards will then attack you. If you go above a certain level and lose consciousness or surrender, the criminals will begin battle. In the Battle of Criminals, you must defeat the executioners to be freed.





UNDERSTANDING YOUR STATUS



Status Your current information is shown here. Here, you can view the gladiator's ranking, the amount of money, the physical ability, the style level of the gladiator, and so on. Press the START button to check your status.

1 Gladiator Name
Displays the name of your gladiator.

2 Ranking
Displays the current ranking of your gladiator. There are four rankings, from Apprentice to Master.

3 Class
Displays the current class of your gladiator. There are two classes: Slave and Free.

4 Amount of Money
Displays the amount of money your gladiator possesses. You can buy weapons and protection with this money.

5 Corona
This is an item you get after defeating a famous gladiator.

6 Palm
This increases the ranking of your gladiator. The player receives one for each successful bout.

7 Basic Parameters

STR
Physical Strength. The higher the score, the stronger the offense. You can move quickly even when carrying a heavy weapon.

DEX
Dexterity. The higher the score, the less likely you are to drop equipment.

AGI
Agility. The higher the score, the quicker you can move and attack.

VIT
Vitality. The higher the score, the higher the resistance to an opponent's direct attack on your body.

STA
Stamina. The higher the score, the longer you can run and continuously attack.

CAP
Capacity. This shows the maximum weight of the equipment you can carry.

8 Body Section Level

Reading the Level Meter

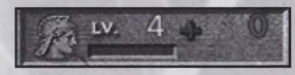


1 Displays the current Body Section Level.

2 Displays the necessary experience points to go to the next level.

3 Displays the points that are added by tablets.

NECK



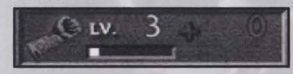
Displays the Body Section Level for the Head. The higher the level, the higher your resistance to your opponent's attacks to your head. If you exceed your endurance, you lose consciousness or die.

BODY



Displays the Body Section Level of the torso. The higher the level, the higher your resistance to an opponent's attacks to your torso. If you exceed your endurance, you lose consciousness or die.

ARMS



Displays the Body Section Level of both arms. The higher the score, the higher your resistance to an opponent's attacks to your arms. If you exceed your endurance, you may lose the use of your arms, and possibly die.

LEGS



Displays the Body Section Level of both legs. The higher the level, the higher your resistance to an opponent's attacks to your legs. If you exceed your endurance, you may lose the free use of your legs, and possibly die.

9 Style Level

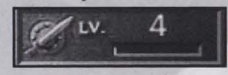
Reading the Level Meter



1 Displays the Style's current level.

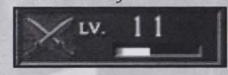
2 Displays the necessary experience points to go to the next level.

Sword Style



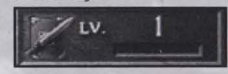
Displays the level of your sword style. The higher the level, the stronger the attacks made using the sword style. The higher the score, the stronger the one sword/small shield style attack.

Two Hand Style



Displays the level of your two hand style. The higher the level, the stronger the attacks made using the two hand style.

Shield Style



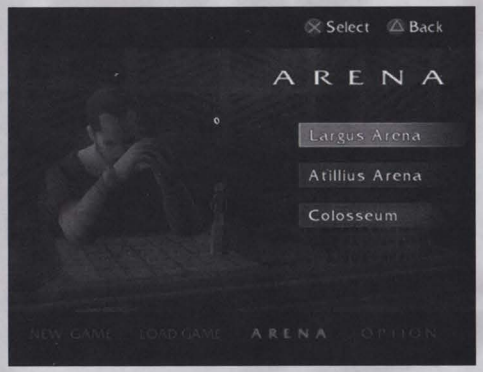
Displays the level of your shield style. The higher the level, the stronger the attacks made using the shield style.

Striker Style



Displays the level of your striker style. The higher the level, the stronger the attacks made using the striker style.

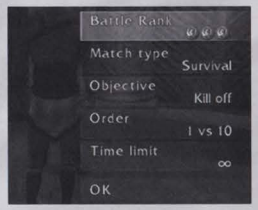
ARENA MODE



The Arena

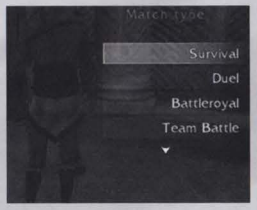
In Arena mode, you can only play battles you have already encountered in the Main Mode. Begin play after setting the conditions and equipment in the bailley. Here, the farther you progress in the main game, the greater your choices are.

Participation Requirements



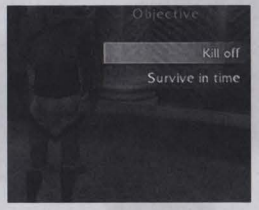
You can change the difficulty of the battle on a scale of 1-16. There are four difficulty levels: Gold, Silver, Copper and Bronze, with four sub-levels within each.

Types of Battle



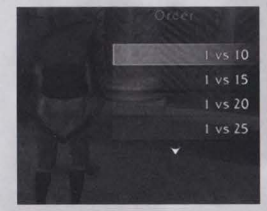
There are six kinds of battle (see page 15). The battle types change depending on your progress in Main mode.

Conditions



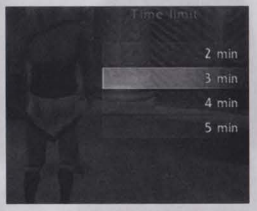
You can change the conditions required to go to the next stage. However, some battle types do not allow conditions to change.

Opponents



You can change the number of opponents in the Colosseum. However, some battle types do not allow this change.

Time Limit



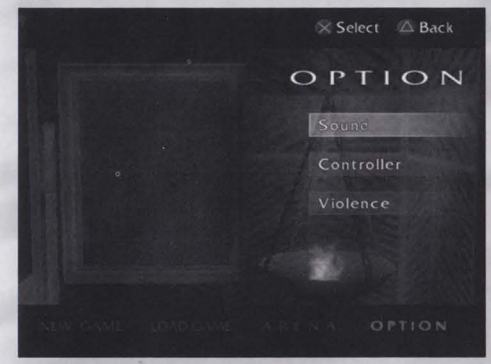
You can change the time limit. However, some battle types do not allow this change.

Two Player Mode

If the player chooses the Colosseum as the battle site, it is possible to use 2 player mode. There are two kinds of 2 player mode: Co-op and Vs.



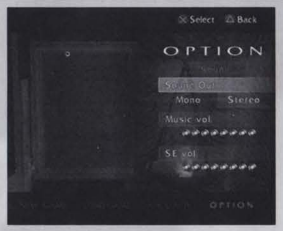
OPTIONS



Option

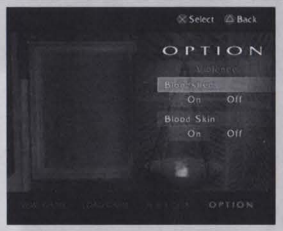
In Option, you can adjust sound, controller, and violence settings. After selecting an option, use the directional buttons to make an adjustment and the ⊗ button to save the new settings.

Sound Settings



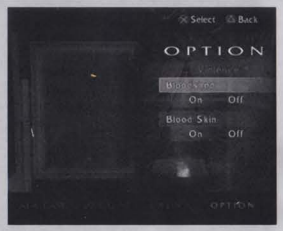
You can choose either mono or stereo output. The player can also adjust the volume for special effects sounds and the background music.

Controller Settings



There are six possible controller settings to choose from. At this screen, you also set the vibration function.

Setting the Violence Level



The player can adjust the way blood is displayed using Bloodshed (splatter effect) and Bloodskin (bleeding effect).

GLADIATOR INTRODUCTION

Gladiator Models

There are three gladiator models for the player to control. The model is decided by the place of origin selected during character creation.



Famous Gladiators



Flamma

Flamma is a professional gladiator from a family of knights. He is huge, and can defeat opponents with a single, overwhelming strike. Due to his quarrelsomenature, he starts a lot of trouble.



Nemesis

Nemesis is one of the few female gladiators, but she fights better than most men. She is especially good with a lance.



Sextus

Sextus is a prisoner captured from the Germanic Tribes. He chose to become a gladiator because of his sword-fighting skills. Sextus is very popular with the public because he draws battles out, creating a lot of excitement.

Other Famous Gladiators

There are other famous gladiators in addition to Flamma, Sextus and Nemesis. Meet these famous gladiators in one-to-one combat as the story unfolds.



GLADIATOR INTRODUCTION

Narcissus

Narcissus has lived as a slave since he was a child, when his village was completely destroyed by the Roman Army. He was kept for some time as a companion of a wealthy nobleman. But he managed to escape, and become a gladiator. He is automatically hostile toward gladiators who are acquainted with Marcia. He has a very impulsive nature.





Marcia the Mysterious

Marcia is Commodus's mistress. She often appears near the player and Narcissus, but no one knows her intentions. She may be conspiring to do something, but what...?

Commodus

Commodus is the true son of the wise and exalted Caesar Marcus. But unlike his father, he is a tyrant, indifferent to politics. He calls himself the "Incarnation of Hercules," and is preoccupied with battling other gladiators in the Colosseum.





This scene shows Commodus in his usual role as Caesar. He presides over the battles from the Imperial Viewing Platform, where he decides whether those who surrender will live or die.



This scene shows Commodus when he descends to the battlefield. He attacks gladiators by aggressively swinging two clubs.

BECOMING A HIGHLY-RANKED GLADIATOR

Distinguishing Equipment Strength

The same item might differ in strength depending on its color. Colors are Gray, White, Blue, and Yellow, with Gray being the lowest and Yellow the highest. Blue and Yellow weapons have certain effects.



After the battle, take any valuable equipment left on the ground.

Strengthen Your Items at the Blacksmith

Weapons can be upgraded by the weaponsmith at the Atillius Arena. Present him with your weapon and pay his fees and he will attempt to power up your weapon. Note that he is not always successful.



Strengthen your important equipment. Remember that yellow equipment cannot get stronger.

Guard Yourself

When you have equipment in your left hand, you can protect yourself from frontal attacks by pressing the [R1] button for a Guard pose. This is useful during the less protected One Sword/Small Shield Style of fighting.



Remember that the player can guard himself from the opponent's attacks with protective devices, no matter what the player's position.

Use the Skill Tablet

Skill tablets can be found in various situations, like after the battle with Memnon. Pick up tablets with the [L1] button. Remember to look around, as tablets can be found in the most unlikely places.

Dodge Attacks When Unprotected

Opponent's attacks can be dodged, even when you cannot move. Even when the opponent is pre-emptively or continously attacking, the player can dodge these attacks, and look for ways to counterattack.

Money from the Audience

Pay attention to the spectators both inside and outside the arenas. They frequently throw things, and sometimes those things are worth picking up.

Surrender when Death is Imminent

The player may surrender at anytime during battle. If the gladiator has gained the crowds praise, there is the chance that he will be allowed to live on for at least another day.

GAME NOTES

GAME NOTES

COLOSSEUM : ROAD TO FREEDOM™ PlayStation®2 computer entertainment system

Please fill in the appropriate space cleanly using a No. 2 pencil or black ballpoint pen.

<Sample> Good ▬ Poor ▭ ▭ ▭

1. **Gender** ▭ Male ▭ Female
2. **Age** ▭ Under 12 ▭ 12 –14 ▭ 15 –19 ▭ 20–24 ▭ 25 – 29 ▭ 30 – 34 ▭ 35 & up
3. **Is this your first KOEI game?** Yes ▭ No ▭
4. **What motivated you to purchase this game? (You may choose more than one.)**

▭ Magazine ad ▭ Magazine article ▭ Saw it at a store
▭ Recommended by salesperson ▭ Recommended by friend
▭ KOEI fan ▭ Like Action games ▭ KOEI website
▭ Web Article ▭ Newspaper article ▭ Played a demo
▭ Other ()

5. **How would you rate this KOEI product?**

	Great	Good	Average	Fair	Poor
Content	▭	▭	▭	▭	▭
Graphics	▭	▭	▭	▭	▭
Sound	▭	▭	▭	▭	▭
Control	▭	▭	▭	▭	▭
Game Speed	▭	▭	▭	▭	▭
Manual	▭	▭	▭	▭	▭
Package Design	▭	▭	▭	▭	▭
Voice Acting	▭	▭	▭	▭	▭
Story	▭	▭	▭	▭	▭
Text	▭	▭	▭	▭	▭
Overall	▭	▭	▭	▭	▭

6. **Which magazines do you read regularly? (You may choose more than one.)**

▭ EGM ▭ Game Informer ▭ GamePro ▭ Tips & Tricks ▭ PLAY
▭ OPM ▭ PSE2 ▭ PSM ▭ OXM ▭ Nintendo Power
▭ NewType USA ▭ Other ()

7. **Which website do you use regularly? (You may choose more than one.)**

▭ IGN.com ▭ GameSpy.com ▭ GameSpot.com ▭ 1up.com
▭ UGO.com ▭ Other ()

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